

The American Go Journal

Volume 28

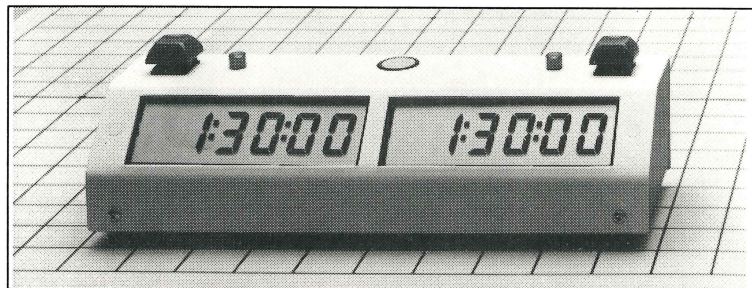
Number 1



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The American Go Journal

Volume 28

Number 1

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GO IS . . . an ancient board game which takes simple elements — line and circle, black and white, stone and wood — combines them with simple rules and generates subtleties which have enthralled players for millennia. Go's appeal resides not only in its oriental elegance, but also in practical and stimulating features in the design of the game.

Go's few rules can be demonstrated quickly and grasped easily. It is enjoyably played over a wide range of skills. Each level of play has its charms, rewards and discoveries. A unique and reliable handicapping system leads to equal contests between players of widely disparate strengths. Go is uniquely flexible and rewards patience and balance over aggression and greed. An early mistake can be made up, used to advantage or reversed as the game proceeds. There is no simple procedure to turn a clear lead into a victory. Go thinking seems to be more lateral than linear, less dependent on logical deduction, and more reliant on a "feel" for the game, a "sense" of form, a gestalt perception of significant patterns.

Beyond being merely a game, Go can take on other meanings to enthusiasts: an analogy with life, an intense meditation, a mirror of one's personality, an exercise in abstract reasoning, or, when played well, a beautiful art in which black and white dance across the board in delicate balance. But most important for all who play, Go is challenging and fun.

THE AMERICAN GO JOURNAL (ISSN 0148-0243) is a publication of The American Go Association and offers instruction, commentary, news and articles of general interest about the game of Go. AGA membership and AGJ subscription is \$25/year. Copyright 1994 by The American Go Association. All rights reserved. Reproduction in whole or in part is prohibited. Back issues are \$25/volume. Write: AGA, Box 397, Old Chelsea Station, New York, NY 10113.

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The American Go Association is the national organization of US go players, cooperating with similar national organizations around the world. We:

- publish The American Go Journal and Newsletter
- maintain a computerized numerical rating system
- sanction and promote AGA-rated tournaments
- organize the US Go Congress and Championships
- distribute an annual club list and membership list
- schedule and organize tours of professional players
- work to develop a strong national network of clubs
- promote go and enhance public awareness
- develop projects to strengthen the US go-playing community

The AGA is working to let more people know about this wonderful game and to develop your strength and that of your opponents. Join today!

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GO NEWS

GOOD NEWS ABOUT GO WORLD!

Ishi Press is very pleased to announce the re-vitalization of *Go World* magazine. The Ing Chang-Ki Wei Chi Foundation has generously agreed to become a sponsor of *Go World*. Thanks to this sponsorship, Ishi Press is rolling back the price to levels not seen for years!

Mr. Ing, a successful Taiwanese industrialist, set up an educational foundation a number of years ago to promote Go. This foundation has sponsored many international events, among them a \$1 million prize for the first computer Go program to beat a professional, with an annual competition in Taiwan, The Ing Cup World Professional Go Championship that features a first prize of \$400,000, and the World Youth Wei Chi Championship for players 18 and younger. Mr. Ing's foundation has been progressively more active in western circles, and is now working directly with western Go associations to promote the game.

In the past *Go World's* coverage of Chinese go has been limited by its lack of access to sources. You can now look forward to more articles about Chinese tournaments and the Chinese view of the game.

Some new features will already begin to appear with the next issue (#70). One long feature article will be an intriguing discussion of the origins of Go by Peter Shotwell. His travels in China and Tibet have led him to some new conclusions that are sure to excite your imagination.

GW70 will be mailed in May. Future issues will return to an approximately quarterly format. At least 3 issues will appear in calendar 94 (70, 71, and 72). If possible, they will try to get a fourth issue in before the end of the year. If you have allowed your subscription to lapse, renew today and don't miss an issue. Ishi Press is *reducing the annual (4 issues) price to \$18 (\$21 in Canada)*. Multi-year subscriptions are also available.

And they haven't forgotten the loyal customers who subscribed at the \$40 rate. If you are one of these, your subscription will be automatically extended by 7 issues!

Next From Ishi Press

Forcing moves (*kikashi* in Japanese) are another of those "neglected" areas in the English Go literature. This new translation of a book by Takagi Shoichi will teach you what forcing moves are, but more importantly, it will teach you when to play a forcing move. Order your copy now and be the first to benefit from this professional's advice. \$14.95 from Ishi Press,

76 Bonaventura Drive, San Jose, CA 95134, or call their toll free order line at (800) 859-2086; fax (408) 944-9110; e-mail ishius@ishius.com.

Forcing Moves will be released in late April. If you place a pre-publication order, you will not only get one of the first copies off the press, they'll throw in free shipping as well!

Robert G. High Memorial Award

As Membership Secretary from 1985 to 1993, Bob tried hard to expand AGA membership, and interest in Go. Many of his contributions graced these pages, ranging from mathematical go to alternate games for the Go board, Go songs and jokes, to "Go Kiburi" (who he created). Before his untimely death last year, he tried to put Go in a more general context so that more people could discover it.

Among his many admirers is Elwyn Berlekamp, the prominent game theorist. Mr. Berlekamp has generously established the Robert G. High Memorial Award, a \$1000 prize that will be given to the author of the best non-technical essay that advances the reader's understanding of Go from from a cultural, historical or educational perspective—mathematical Go; cultural/historical/philosophical essays; songs, poems; no restrictions.

Manuscripts must be submitted to AGA Box RGH, PO Box 397, Old Chelsea Station, NY NY 10113. The winner will appear in the *American Go Journal*. Manuscripts will not be returned. Those not selected may be purchased for future inclusion in the *American Go Journal*.

The judges are Berlekamp, AGA President Phil Straus and AGA Publications Coordinator Roy Laird. Their decision is final.

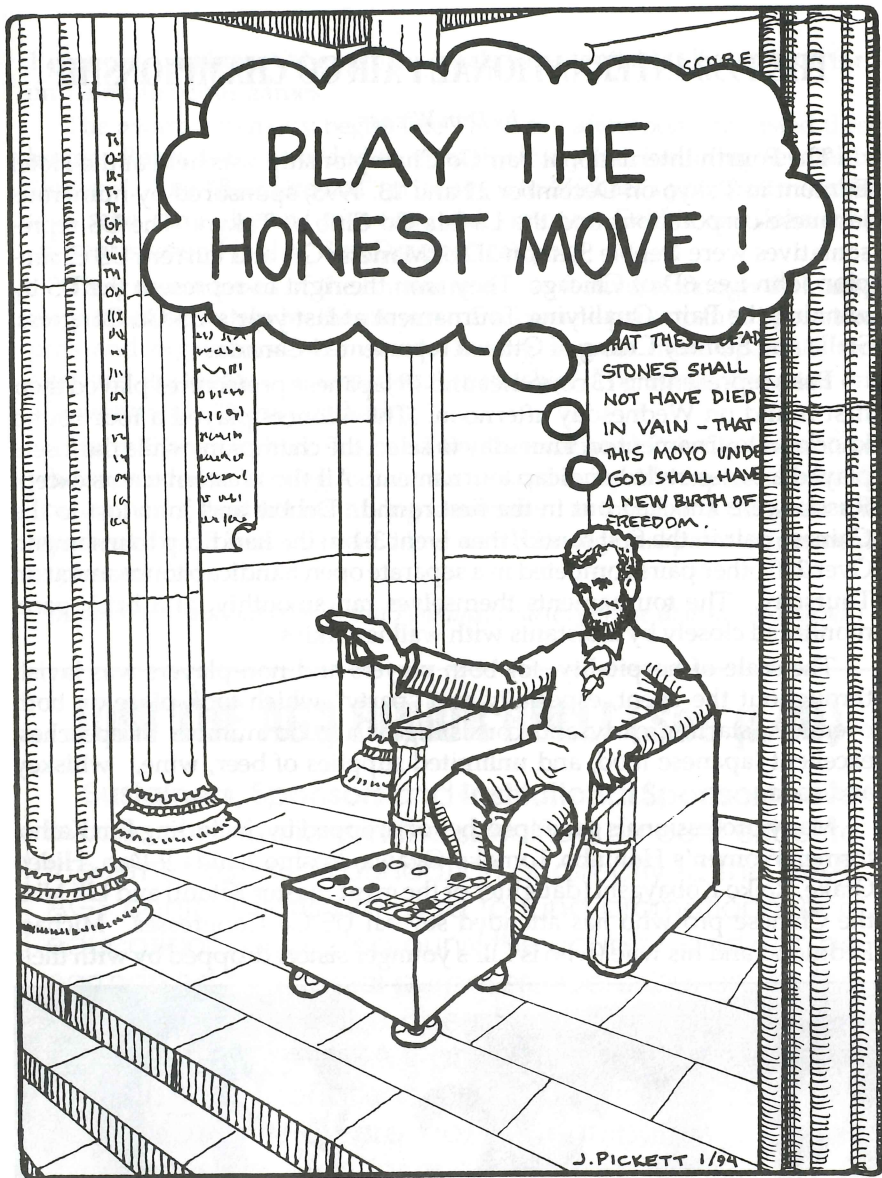
Regional Pair Tournaments to be Held

Due to the phenomenal success of the mixed pairs tournament at last Congress, the sponsor, Dr. Hiroko Taki of Tokyo's La-LaLa Go Club, has agreed to sponsor three regional tournaments within the US in the next year. Funding is available. Interested organizers should contact Don Wiener at (617) 734-6316.

Go on NBC Nightly News

In November, as you may know, President Clinton traveled to Seattle for the Asian Pacific Economic Conference, where he met with heads of state from the Pacific rim countries to discuss a wide range of issues. NBC Nightly News sent Tom Brokaw to Seattle to anchor their nightly broadcast from the site, and provide extensive coverage.

American businessmen, correspondent Margaret Larson informed us, "need some new skills," skills they could glean from Go. Using interviews and footage shot in Seattle, New York, and Rochester, Larson and her production team created a brisk and informative two-minute segment. Thank you NBC News!



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THE 1993 INTERNATIONAL PAIR GO CHAMPIONSHIP

by Don Wiener

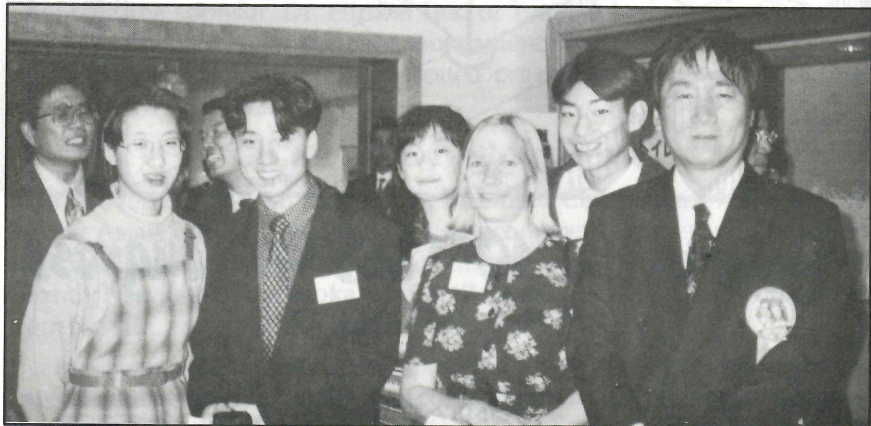
The Fourth International Pair Go Championship was held at the Hotel Edmont in Tokyo on December 22 and 23, 1993, sponsored by numerous Japanese corporations and the La-lala Go Club of Tokyo. The US representatives were Debbie Siemon 3D of Marietta GA and current US Champion John Lee 6D of Chicago. They won the right to represent the US by winning the Pairs Qualifying Tournament at last year's US Go Congress. Stella and Stanley Chang of Ottawa represented Canada.

Pairs representing 13 countries and 19 Japanese prefectures played their first round on Wednesday afternoon. The winners played a four round knockout tournament on Thursday to select the champion, while the losers played a Swiss-style handicap tournament. All the Western teams except Russia were knocked out in the first round. Debbie and John lost to the Chinese pair in the first round, then went 3-1 in the handicap tournament. Over 200 other pairs competed in a separate open handicap tournament on Thursday. The tournaments themselves ran smoothly, at a brisk pace, monitored closely by assistants with walkie-talkies.

The scale of hospitality for both players and non-players was lavish throughout the event, especially at a "party" which took place on both evenings, starting early and consisting of a good number of speeches, excellent Japanese food, and unlimited supplies of beer, wine, whiskey and soda.

Many professionals gave speeches or dropped by, including Rin Kaiho, former Women's Honinbo Tomoko Ogawa, Yoshio Ishida 9-Dan, Hideo Otake, Reiko Kobayashi (daughter of the great master Kitani) and Lili Niu, the Chinese pro who has attended several US Go Congresses. Michael Redmond and his wife (who is Lili's younger sister) dropped by with their

photo by Don Wiener



PAIRS ENTRANTS : Front l. to r.—Tae Hyang Kim (Korea), John Lee, Debbie Siemon, Rin Kaiho. Back row: Stella and Stanley Chang (Canada)

1 year old daughter. Other professionals were available all afternoon for 3 on 1 simultaneous games.

The award ceremony began late Thursday afternoon and lasted three hours. Prizes were awarded to virtually everyone, including several by "lottery". The "Best Dressed" prize went to Michael's youngest sister-in-law, who came dressed in a beautiful kimono. Debbie and John were chosen as second in the "Best Dressed" category.

The general mood of the tournament was festive, although the games were taken seriously by the players. Everyone—participants, spectators, pros and organizers—was clearly having a great time. Speeches emphasized the theme of international friendship. The atmosphere was one of a worldwide "family gathering".

Many thanks to Mrs. Taki and the International Pair Go Committee, who succeeded in making the event a fun and enjoyable experience for all. The winner of the 1994 qualifying tournament at this year's Congress will represent the US later this year. And watch for regional pairs tournaments in your area!●●

(Additional material from Brian Timmins, courtesy of the British Go Journal)

JOIN THE AGA HONOR ROLL! (See p.40)

Sustainers, Sponsors and Institutional Sponsors have made contributions in the specified amount either to the American Go Foundation or directly to the AGA. AGF contributions are used to fund promotional and educational projects around the country, and can be earmarked for special purposes. Contributions to the AGA help to subsidize operating costs, and are very important to the AGA's ability to undertake special projects. AGF donations are tax deductible; contributions to the AGA are not. Contributors in these categories are listed for one year (four issues).

Life Memberships can be purchased at the present time at a cost of \$1000, which is placed in a special reserve fund on the AGA's books. Life memberships are paid to the AGA and are not tax deductible.

To show your support, send your donation to AGA, PO Box 397, Old Chelsea Station, New York, NY 10113.

AND NOW FOR SOMETHING COMPLETELY DIFFERENT

by Chris Garlock

January, 1994: a major earthquake rocked California; bitter cold held the nation in an icy grip; the Buffalo Bills lost their fourth consecutive Super Bowl; President Clinton outlined the State of the Union.

And now, the important news: the American Go calendar has a major-new event, Jim Kerwin's Winter Workshop.

The first annual winter workshop drew thirteen hardy Go players to New York's Catskill Mountains for five chilly days, January 26-30. Although the workshop officially began at noon on Wednesday, January 26, most of the players arrived the night before, in an attempt to beat yet another winter storm.

The original complement of twelve players was rounded out to a baker's dozen when Franklin Pierce abandoned his post at the New York Stock Exchange for a more useful pursuit.

Hosting the workshop was the venerable Solway House, a cross between a mountain resort and a bed-and-breakfast. The food and accommodations were excellent, although for some reason the tennis court and swimming pool went oddly unused. Maybe next year.

Mealtime discussions were always energetic and engaging, with tablemates of Mr. Kerwin's assured either a lively political debate or discussion of a wide range of Go-related issues.

Sensei Kerwin set a grueling pace, with three games a day, and two analysis sessions. Responding to suggestions at last year's Hollyhock Workshop, the analysis sessions were limited to twenty-five minutes each, allowing analysis of almost all games played. As is typical of many of these events, the criticism from the other players was far more merciless than that by Mr. Kerwin, who endeavored to find redeeming qualities whenever possible (a difficult, if not often impossible task).

The focus of the workshop was learning to play the "power game"; a concept of play that many grasped mentally but found strangely difficult to actually implement.

Essentially, this involves swapping territory for power: the key is knowing how -- and when -- to use the power thus acquired. Workshop participants looking for easy answers to the question "how do I get stronger" heard this simple reply: "study, study, study." A tremendous advantage of this workshop was the fact that none of the games were AGA-rated, which enabled students to freely experiment with the concepts being advanced by Mr. Kerwin. Winning was not rewarded, nor losing punished: playing

well was recognized and applauded while poor play was held up to criticism (and withering ridicule from fellow-students).

The evening game was always a handicapped game, and during the course of the workshop everyone got a chance not only to play each other but to play Mr. Kerwin, as well. In point of fact, playing with Mr. Kerwin was more of an exercise in the art of resigning (except, it must be noted for the record, for the sole victory of student over teacher by Very Serious Student Mark Gilston, 1D. Cynics may note the fact that it was Gilston who arranged for Solway House to host the event but I was the other organizer and Mr. Kerwin showed me no mercy in our game, so draw your own conclusions . . .)

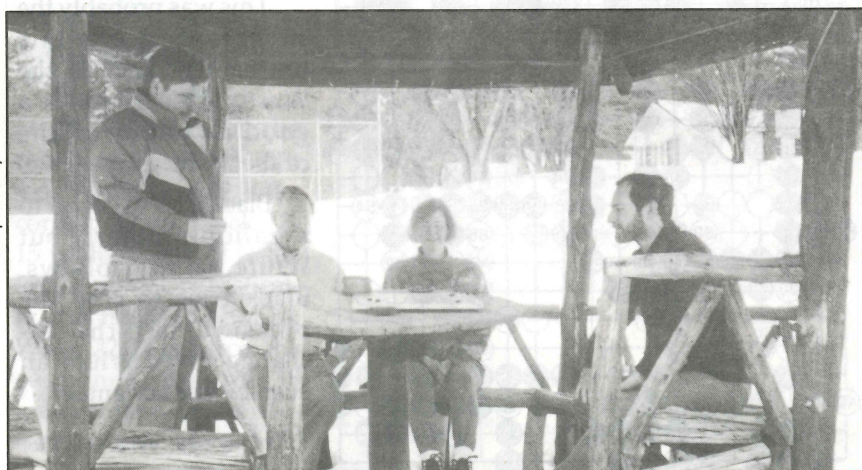
Mr. Kerwin's strength as a teacher is his ability to put complex concepts in simple terms.

Perhaps his most damning critique of American amateur play is that so many of our amateurs "have more respect for their own moves than for their teacher's opinion." In practice, this sometimes led to arguments over lines of play by students having difficulty letting go of old habits.

By the end of the workshop, however, light was definitely beginning to glimmer for most, if not all, of the participants. Many old habits had at least been exposed to the bright light of professional knowledge, and new ideas offered for consideration and study.

On Sunday, January 30, the participants scraped five days of snow and ice off their cars and drove off with Sensei Kerwin's assurance that proper application of the power game would demolish unsuspecting opponents (and thus, fortuitously, assure THEIR attendance at next year's Winter Workshop).●●

photo by Chris Garlock



Steve Barberi, Bill Cobb, Pauline Muhm and Mark Gilston enjoy a brisk outdoor game at Kerwin's Saugerties retreat

FIRST WORLD YOUTH SUPER GO CHAMPIONSHIP: Final Match

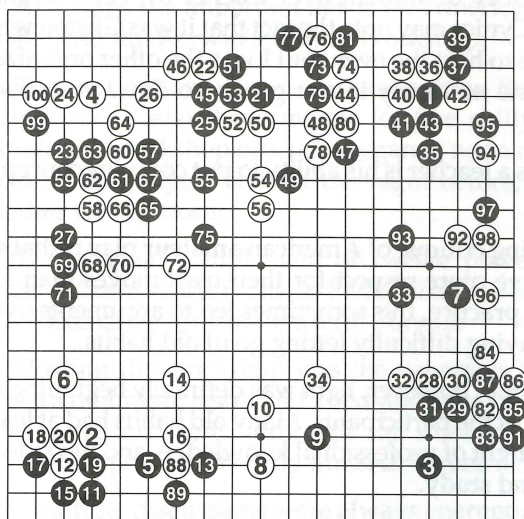
White: Chang Hao (China)

Black: Yu Ping (China)

August 6, 1993, Ottawa

1 hour 30 minutes per player, Ing's Rules of Go

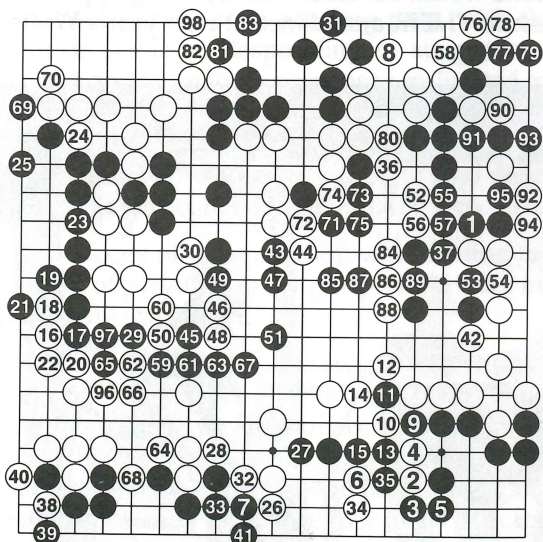
Game Record 1



Game Record 1: 1-100 (90@82)

North America was honored in being chosen as the site of the First World Super Youth Championship. The first place winners of the first ten World Youth Championships fought hard all week for the apt title of "Super Youth." Chang Hao, the Chinese boy who won the World Amateur Go Championship at an age that would make Lee Chang-ho blush, overcame his Chinese teammate in the playoff to emerge the victor.

Game Record 2



Game Record 2: 101-198

This was probably the strongest field ever in a tournament held in the West. This game is a good example of the caliber of the players.

Black tries to get off to a galloping start, but White calmly follows. Black tries to stop the pressure but the exchange gives White an even bigger advantage.

198 moves: White wins.

TENTH WORLD YOUTH GO CHAMPIONSHIP

Senior Division Final Match

White: An Jo-young (Korea)

Black: Luo Xi-he (China)

August 6, 1993, Ottawa

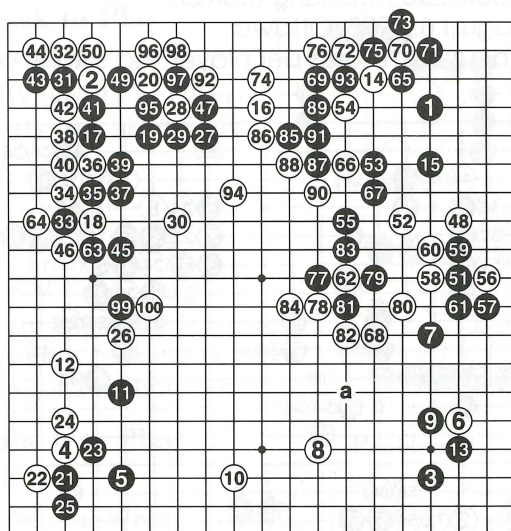
1 hour 30 minutes each

Ing's Rules of Go

Game Record 1

Fourteen year old An Jo-young took top honors this year for winning this game against a tough opponent. Jo-young was the only player to go undefeated in the main tournament and the playoffs. Upon his return to Korea, he took second place in the Insei League and became pro 1-dan.

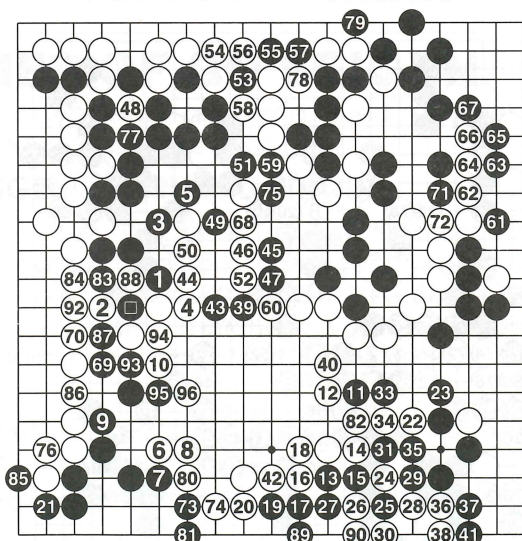
White 34-36 shows fighting spirit. 59 is a mistake; Black should connect at 61. When White plays at 59, Black can attack strongly at 79. Black 77 is better at *a*. 85 is excessive; after White 92-94, Black has trouble.



Game Record 1 1-100

Game Record 2

Black 3 should go out at 44. White takes the center and the lead with 4-6. White 12 at 82 is the correct shape. Black 13-15 is sharp but 19 is the losing move; realistically, this needs to be at 24. White 22-24 is fierce; the sequence up to 38 guarantees a White victory.



Game Record 2: 101-196 (32@25; 91@ marked stone)

Moves after 198 omitted. White wins.

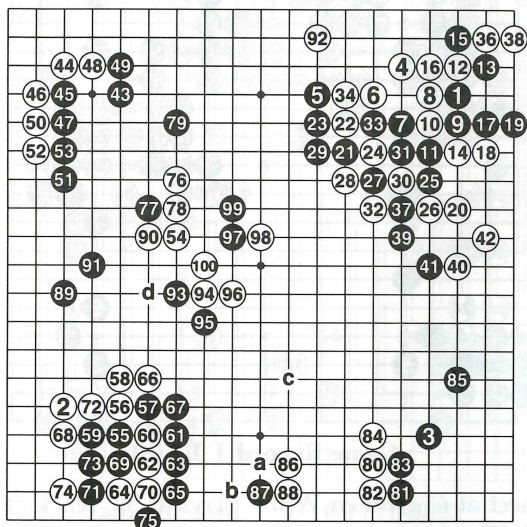
TENTH WORLD YOUTH GO CHAMPIONSHIP: Junior Division Final Match

White: Wang Yao (China)

Black: Lee Hee-sung (Korea)

August 6, 1993, Ottawa

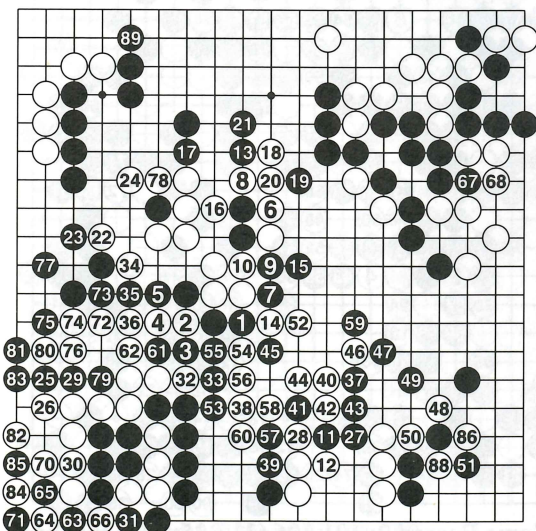
1 hour 30 minutes per player, Ing's Rules of Go



Game Record 1: 1-100 (35@27)

Game Record 1

The play begins with a complicated joseki straight from the book. White 68 gives up a lot; he can try to fight at 71 instead. Black 81 as a one-space low pincer would be powerful. Instead of 88, White should play *a*, Black *b*, White *c*. 90 should skip lightly to *d*. Black 93-97 is a powerful attack.



Game Record 2: 101-189 (69@63; 87@64)

Game Record 2

White 6 should have at 14. Black 15 is slack; he should exchange 45 for 52 first. White 38-40 is stylish; with the sequence to 56, after taking care of all his groups, White must have felt assured of victory. White 74 is the painful losing move. With 74, White can live by playing 76, Black 80, White 74. Even in ko, White cannot lose this group.

Moves after 189 omitted, Black wins.

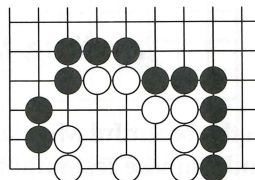
YANG'S LIFE AND DEATH: PART VIII

by Yi-lun Yang, pro 6-dan, Los Angeles

Translated by Chen-dao Lin

PROBLEM 1 Black to Play Simple Level

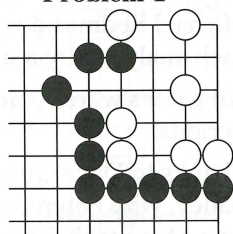
Please take advantage of White's lack of liberties. The variations within the eye shapes are delicate.



Problem 1

PROBLEM 2 Black to Play Middle Level

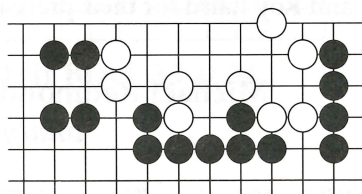
The first move is obviously important in trying to kill the White corner, however, it would be difficult to succeed if there is no good continuation.



Problem 2

PROBLEM 3 Black to Play High Level

In order to find the severe blow to White, Black must take into consideration White's most resistant counters. What is the result?
(Answers on page 38)



Problem 3

THE GAMES OF GO SEIGEN

The collected games of Go Seigen are being issued in a series of diskettes for a subscription of 25 pounds sterling.

Volume 1: GO SEIGEN vs. MINORU KITANI

The full set will contain over 700 games, many with comments from various Chinese, Japanese and Korean sources, from games Go played when he first experimented with the "New Fuseki" in 1933 and 1934 to the famous ten-game matches he played against Kaoru Iwamoto, Uтаро Hashimoto and others. Translated by John Fairbairn.

Enquiries to T. Mark Hall, 47 Cedars Rd., Clapham, London SH4 0PN (tel 071 627-0856).

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1993 FUJITSU QUALIFYING TOURNAMENT

Three Michael Redmond Games

Analyses by

Juho Jiang, James Kerwin, and Michael Redmond

collected by Phil Straus

In the beautiful Miyako Hotel in San Francisco, with Korean, Japanese, and Chinese restaurants all close by, 16 of North America's best go players faced each other in the 1993 Fujitsu Qualifying Tournament. Michael Redmond won the tournament. Here are three of his games, each analyzed by a different professional.

All games were 90 minutes per player plus five one-minute overtime periods.

Thanks to Dave Queston and David Kent, game recorders, and to Bruce Bailey, who entered the Redmond-Kerwin game into Smart Go format on a Macintosh. Thanks to Richard Cann, Terry Benson, Don Wiener, and Roy Laird for their precise editing.

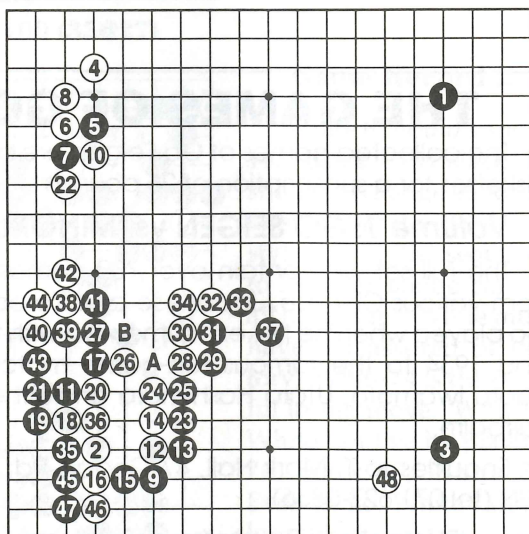
Michael Redmond (White) vs. John Lee (Black)

analysis by Juho Jiang

White 10 is slow. The usual move is at 11. 15 is a good choice because the side is bigger than the corner.

If Black plays 23 at A, he would keep sente, since White would not yet be alive. 28 at B would give away less territory.

Cutting at 34 with 33 gives Black better center power (see Diagram 1). 39 gives White exactly what White wants. 39 would be better at 41 (Diagram 2). At 48, the game looks good for Black.



Game Record 1: 1-48

Black 5 as shown in Diagram 1 works very well with Black's two star points. The wall and the star points make a large-scale structure.

5 at A is a possible fighting move.

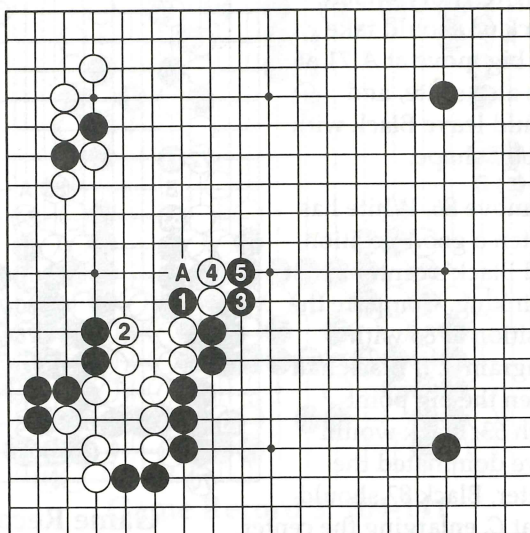


Diagram 1: if Black 33 at 34

This way Black gets good shape by taking the key point at 3. In the game, White got this key point.

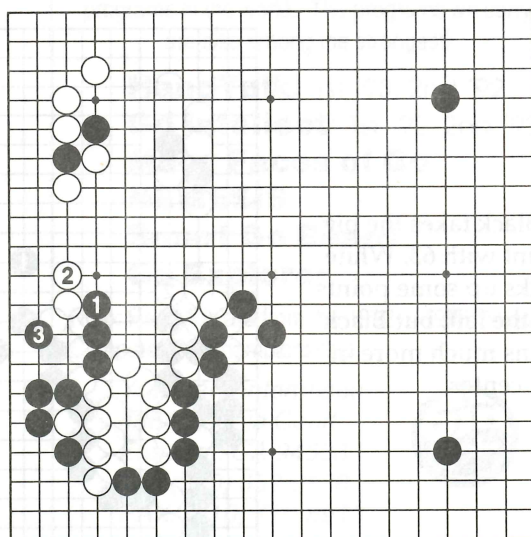
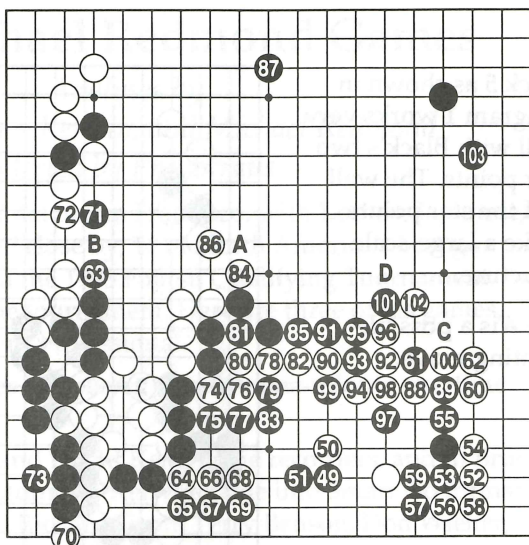


Diagram 2: if Black 39 at 41

Since White can't make a big territory on left, Black 63 should take the big move at A. 71 at B is also sente, and would leave Black with a solid shape.

By move 86, White has gotten a good position, and Black's center is shrinking. Compare the position at 86 with Diagram 3. If Black had taken the big point with 63, Black would have dominated the center. Black 87 should be at C, enlarging the center.



Game Record 2: 49-103

Black doesn't want gote at 103, but even so, D would be better for my emotions. I don't like giving free ataris.

If Black takes the big point with 63, White picks up some points on the left, but Black gains much more in the center.

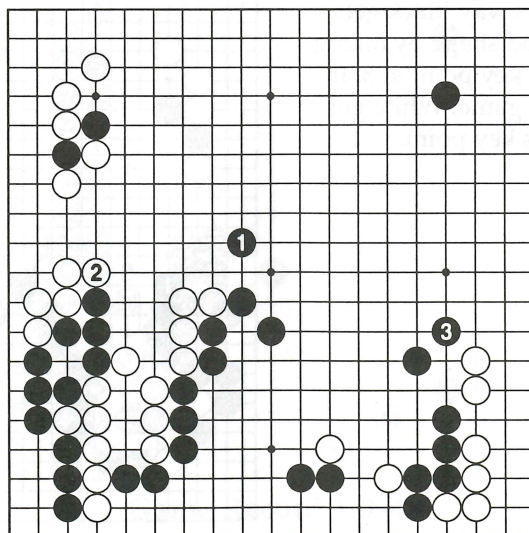
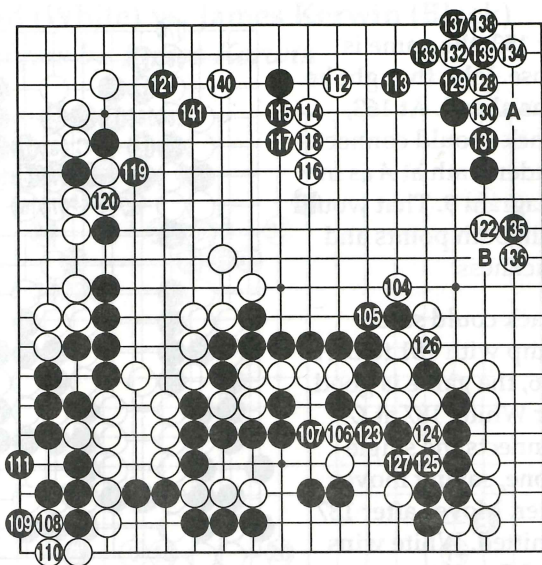
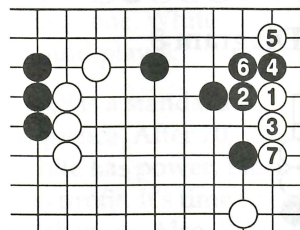
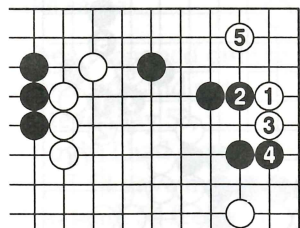
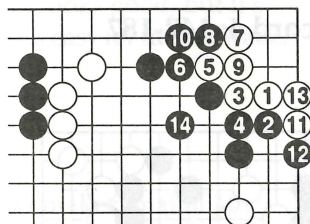


Diagram 3

At 120, the game is close. John did very well. 128 at A would be easier (Diagrams 4, 5 and 6). 136 is an overplay. Black could cut (Diagrams 7 and 8 on the next page). An extension at B is the proper move.



Game Record 3: 104-141



Diagrams 4, 5, and 6

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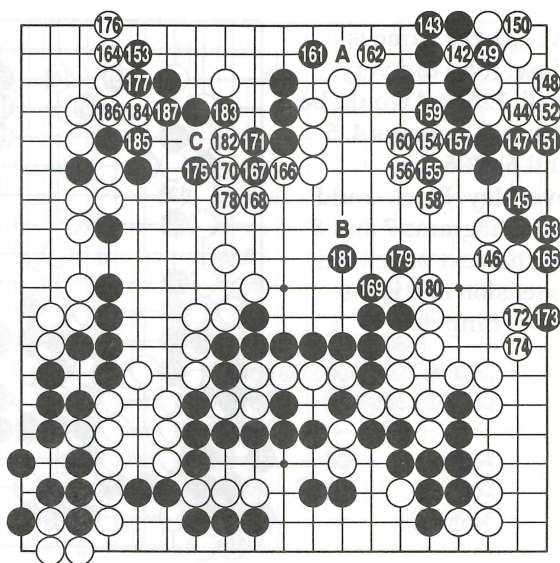
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At 153, the game is close. John thought he was ahead. At 163, Black should connect underneath at A as in Diagram 9. That would gain both points and thickness.

Black could safely jump with 181 to B. At 186, the game is good for White. 187 at C connects the single stone, saving moves later. Moves after 187 omitted. White wins by 5.5 points.



Game Record 4: 142-187

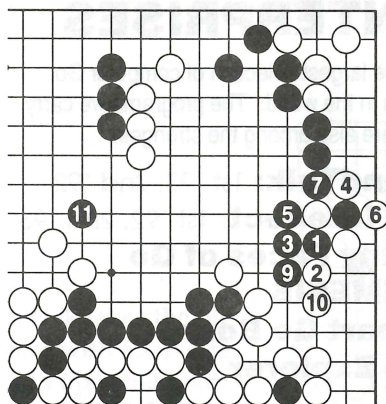


Diagram 7: White 8 fills.

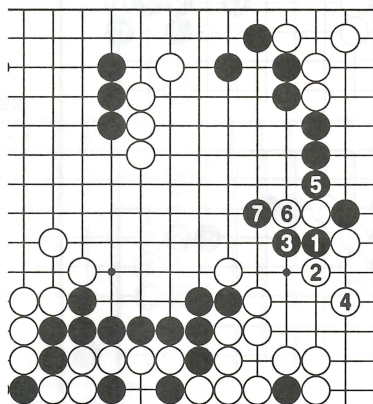


Diagram 8

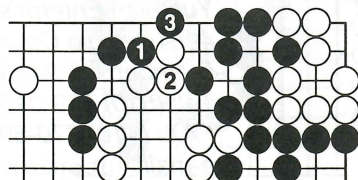


Diagram 9: Black 163 connects

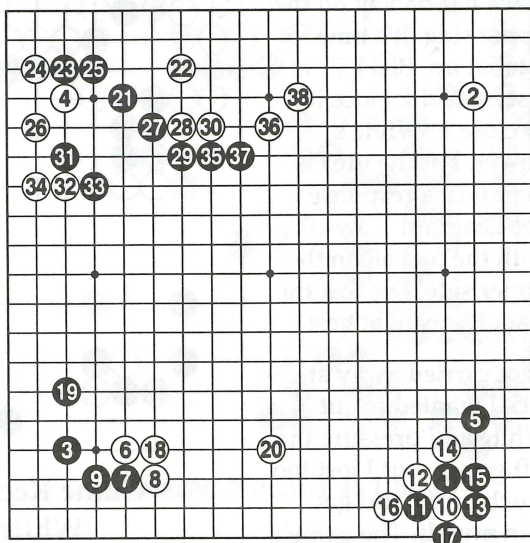
Michael Redmond (White) vs. James Kerwin (Black)

analysis by James Kerwin

The sequence in the upper left starting with Black 21 is completely driven by Black 19. Neither side is interested in the left. Both White and Black are trying to force the other to play there.

After 29, I want to take sente to invade the upper side. But I can't let White turn at 35 or 37.

38 looks good, but it's still easy for me to invade.

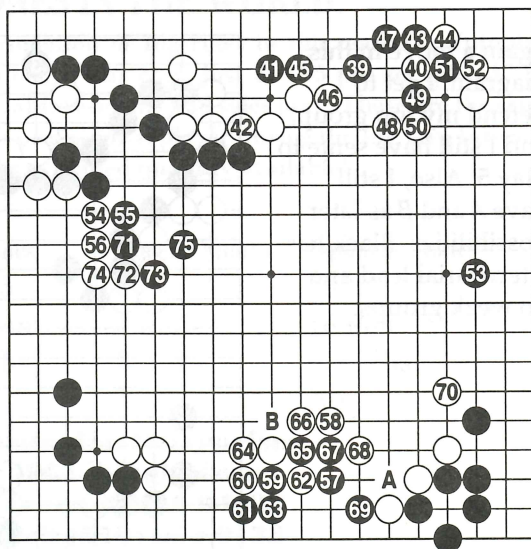


Game Record 1: 1-38

39 makes miai of 40 and 41. I force at 49 to take sente.

When I scooped out the upper side and got sente to play 53, I thought I had a good game. 54 gave me a clear lead. 54 feels good, but it's in the dead zone. White should play A.

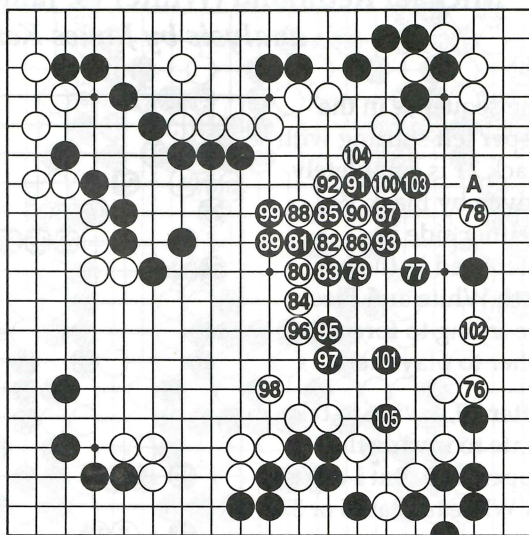
57-69 is a standard sequence. After 70, White has power, Black has profit. It's time to thicken up. Also, I'm aiming at the cut at B.



Game Record 2: 39-75

I missed a chance to settle the game at 77. Black has bad aji on the upper side. It's time to fix that up. Black 77 at A seems odd, since it is so close to White's power, but the idea is to induce a response. See Diagram 1. By 100, with the bad aji on the upper side, I've lost the lead. It's even at best.

I got carried away at 105. I wanted to cut White and pressure the left group, but I lost too much profit and got thin myself. The game's over.



Game Record 3: 76-105
White 94 at 85

I gain a move in this diagram. I get to defend my top group, and I still have sente to play 5. Also, I still have A and B as later possibilities. Black has a territorial lead and no weak groups.

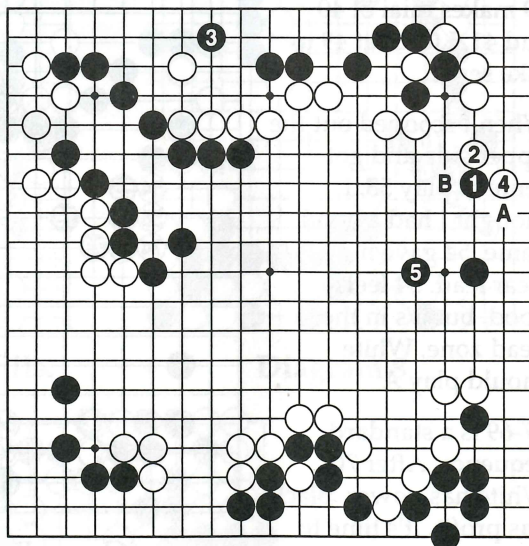
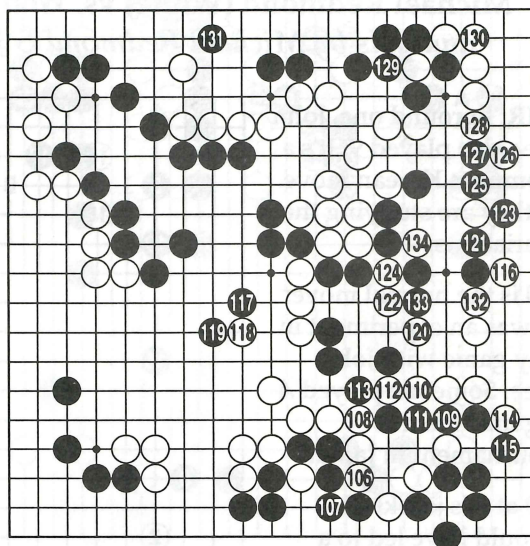


Diagram 1: Black gains a move.

After White 116: The territory I gave White on the right side gives him the lead. I knew my right group was thin, but I didn't have time to fix it.

It's strange, I knew 133 didn't work even as I played it.

Black resigned after White 134.



Game Record 4: 106-134

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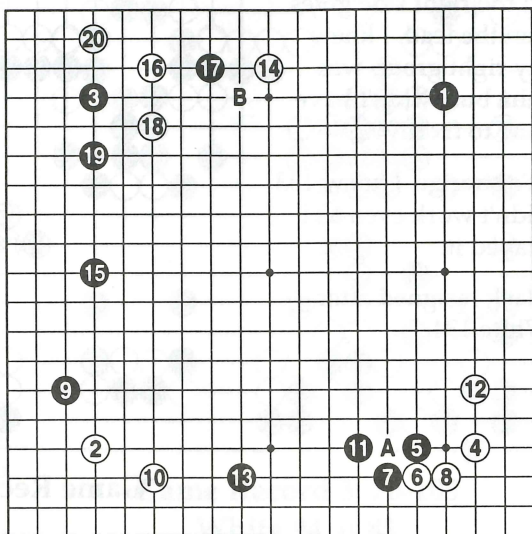
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Michael Redmond (White) vs. Woo Jin Kim (Black) *analysis by Michael Redmond & James Kerwin*

MR: In round one, John Lee also played 9. It's a common Korean move – they are studying the variations.

10 is the normal move. A was an experiment in my game with John Lee. Someone played A against me in a tournament in Japan.

20 at B is joseki. B would have led to a close game that would have been decided in the endgame. I wanted a more adventurous game.



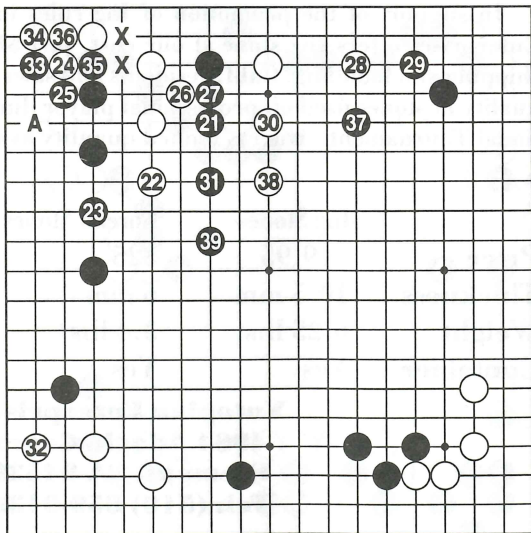
Game Record 1: 1-20

MR: 23 at 24 is a more aggressive possibility.

JK: I think Black 25 is doubtful. The slide at A is big, but Black must play at 28.

MR: 26 is the only way to stay connected in sente. Some players might allow Black to cut across XX, but I think that's a thin way to play.

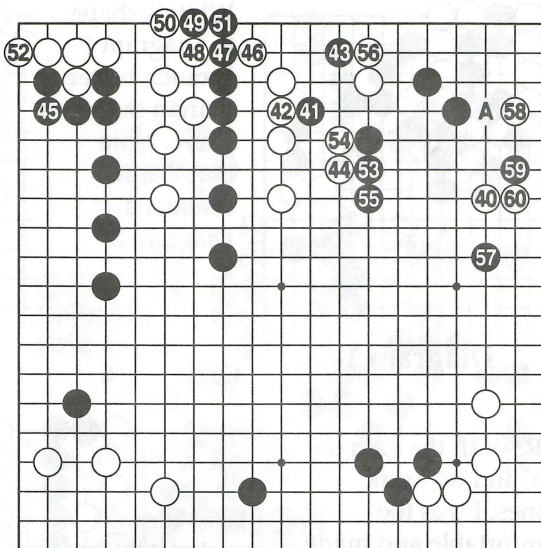
JK: After the extension to 28, Black is dividing two live groups. White has a substantial lead now.



Game Record 2: 21-39

JK: With 40-44 Michael shows great calmness. Take a big point, strengthen the center group, and let Black take profit.

MR: In preparation for a center fight, Black should play 49 at 51 to keep more liberties. 59 at A would give White a lot of possibilities. 59 is the tough move. I expected it.

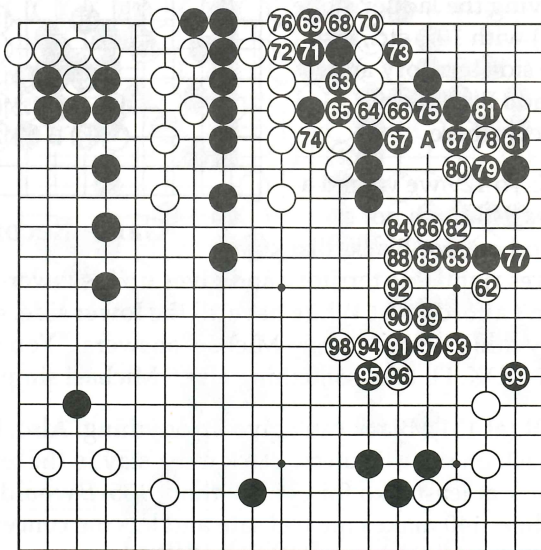


JK: (after move 60): Michael's professionalism really impressed me. He is conscious of the lead, so he plays solidly and calmly from here to the end of the game. He doesn't strain to take more than he needs; he just intends to make swaps till the end.

Game Record 3: 40-60

MR: 63 at 64 makes better shape. Note that after 67, there is bad aji at A. 78 led to *damezumari* (a shortage of liberties). I made an oversight error in order of moves. 78 should have been at 83. See Diagram 1. 79 is good; it makes a White move at 83 impossible.

93 at 97 makes better shape.



Game Record 4: 61-99

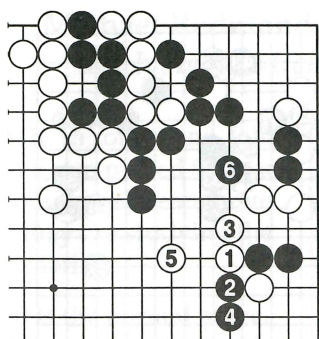


Diagram 1

White's shape in Diagram 1 is much better than in the game. Note that White 5 threatens Diagram 2.

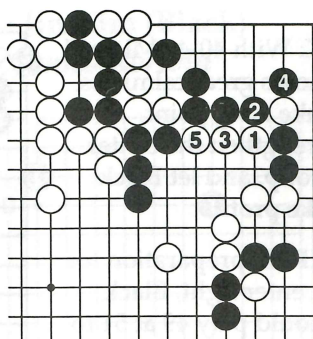
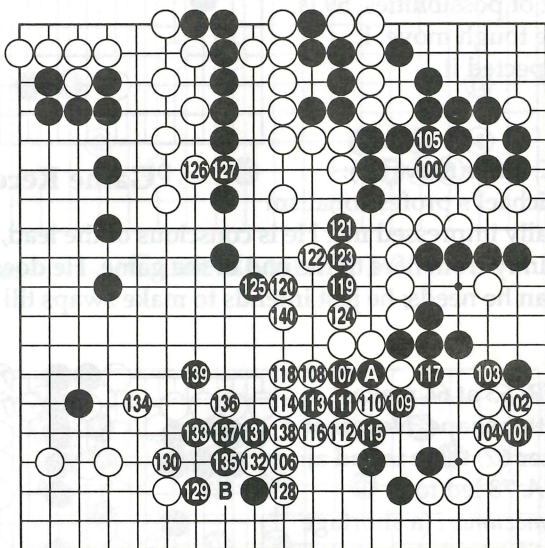


Diagram 2

MR: With the gain on top, and no weak stones, I was too comfortable and made a slack move. 100 is not big enough. Fortunately for me, Black saved me from an uncomfortable game by answering with 105. Saving the ladder stone (A) with 107, etc., lost all side territory and made Black thin everywhere.



Game Record 5: 100-140

JK: To 129 we've had a swap, though not a good one for Black. Black takes right-side territory and gives up his lower-side territory. Black can't afford to let White have all the lower side, so he must fight. The key thing is how calmly Michael answers. "You want to deprive me of this? OK, I'll take something else." Michael simply swaps again.

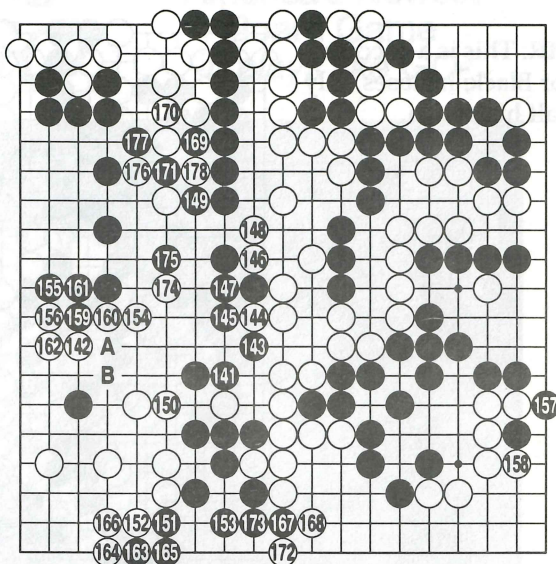
MR (at 131): Black can't give up anything. Also, he is hoping to get an attack on my thickness. Black must stay in the territory game. 135 gives Black at least a ko for eyes. Without 135, B would be a big move for White. 140 makes me feel safe and lets me concentrate on territory.

Straus: I've included the entire record to the end of the game so you can see how well Michael "wins a won game." See *AGJournal* 27:4, page 21.

MR: 143 at *A* or *B* would be bigger. In fact, 143 is a gote peep. I played 154 because Black 154 would threaten to trap 142.

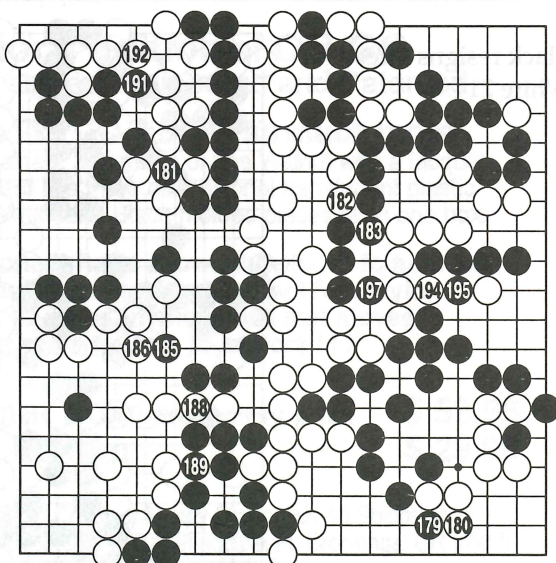
JK: Black has possibilities if White attacks too strongly. White is ahead here; he should stay out of trouble.

In the ko fight following 177, Michael never loses focus on winning the game. He could get involved in fighting the ko and try to kill something, but why bother? The game is over.



Game Record 6: 141-178

MR: At 190, Black's center group is cut off. White could fill the ko at 198, but see what happens in Diagram 3.



Game Record 7: 179-197

181, 184, 187, 190, 193, and 196 take ko.

MR: This is a success for Black; he loses only half his group.

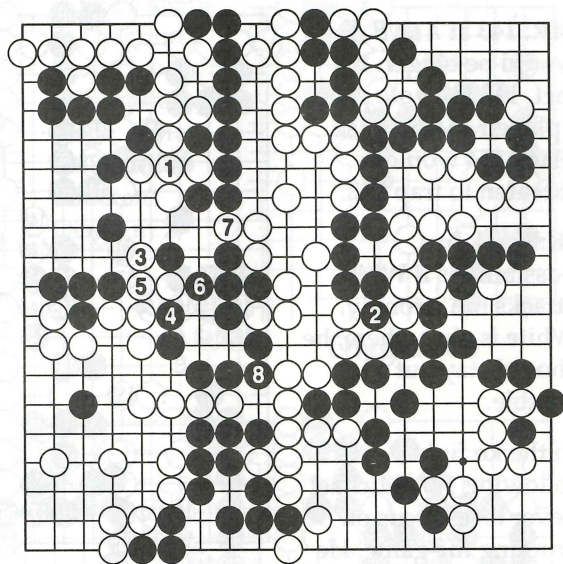
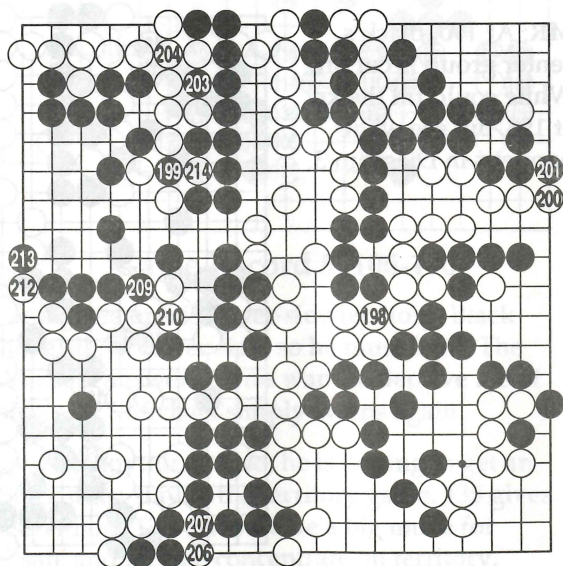


Diagram 3

Black resigns after White 214.

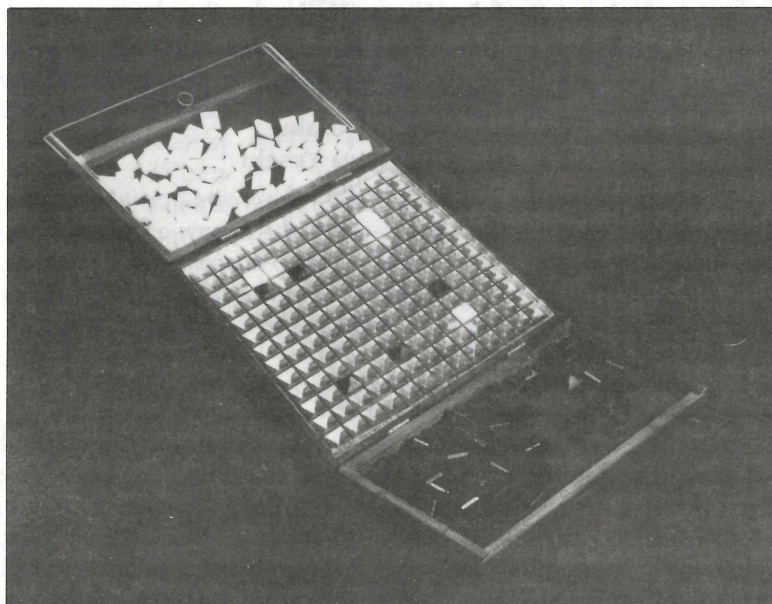


Game Record 8: 198-214

202, 205, 208, 211, and 214 take ko.

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MASTERPIECES OF HANDICAP GO

Commentary by Sakai Takeshi 9-Dan

from *Genmyo Dosaku* by Sakai Takeshi with Nakayama Noriyuki

Volume 2 of *Igo Koten Meikyoku Sensho*

published by the Nihon Ki-in, Japan, 1991

Translated by Robert McGuigan.

White: Honinbo Dosaku

2 Stones: Kikugawa Yuseki

This game was played on June 17, 1670. The great Go Saint Honinbo Dosaku is well known to Go history. All that is known of Kikugawa is that he held the rank of 5-Dan in the Honinbo house. This is the only recorded game of his surviving. However, due to his role in this two-stone game masterpiece with Honinbo Dosaku, it is certain that his name will be preserved in Go history.

GAME RECORD 1 (1-33)

A DELICATE SHIFT OF TRENDS First let's examine the way White moves around beginning with 13. White 13 at *a* would be heavy in this position; White does not like the prospect of Black 15 next. Dosaku has been known to play directly at 15 with 13 and after Black *b*, then play 13. However, in this case, after Black breaks through at *a*, White 20 and Black *c*, it is not interesting for White. The reason is that the large knight's move of 8 is then in a really good spot. White will not be able to do anything.

PERFECT RATIONALITY

Black answered 15 at 16, whereupon, after a hane at 17, White played 19. If White were to play 19 at *c*, then of course Black would play the same connection at 20. This move at *a* by White looks to make territory on the upper side. Since this is not going to happen to any great extent, White 19 in the game offers White much more enjoyable future prospects. After White 21, the area from the left side into the center is looking rather whitish. If Black were to play 20 at 22, that would give White *c* as a forcing move.

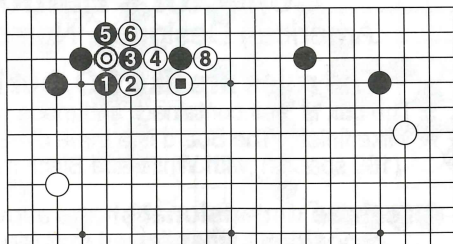


Diagram 1

7 @ 7

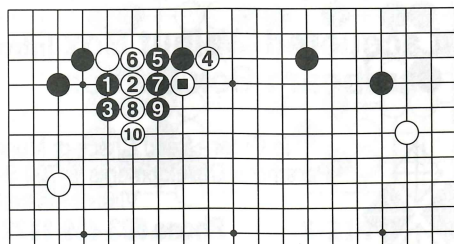


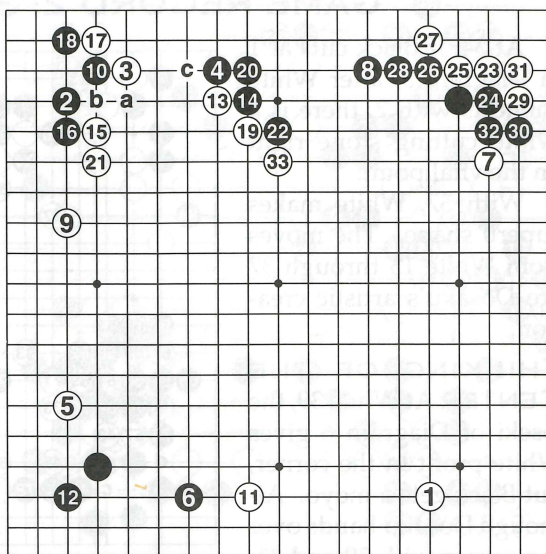
Diagram 2

White's moves, now on the left, now on the right, might seem to make our heads spin, but if we look at them one move at a time, we can see the rationale behind them.

Let's take a detailed look at the moves in the game. When White plays 13, if Black hanes at 1 in Diagram 1, White hanes right back with 2, and after 8, White can be proud. If Black plays 3 of Diagram 2, blocking at 4 causes Black to drive White out through 10. If Black answers 15 in the game with the strong moves of 1 and 2 in Diagram 3, the result after 12 is adequate for White. In this case, the exchange of the marked stones is terrible for Black. After 17, if Black responds with 1 in Diagram 4, White settles himself well with the moves through 4.

FEARLESS WHITE 33

When Black played 22, White 23, invading at the 3-3 point, was astute. Just as Black's outside influence was coming to life, White played the admirable move of 33.



Game Record 1: 1-33

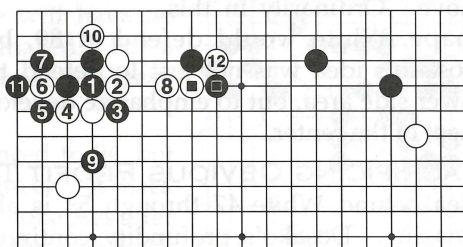


Diagram 3

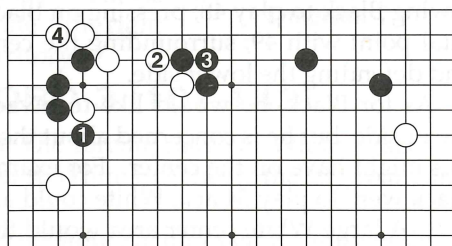


Diagram 4

GAME RECORD 2: 34-100

At 34, if Black cuts at 1 in Diagram 5, after White connects with 2, there is a White cutting stone right on the vital point.

With 37, White makes superb shape. The moves from White 13 through 37 are Dosaku's artistic creation.

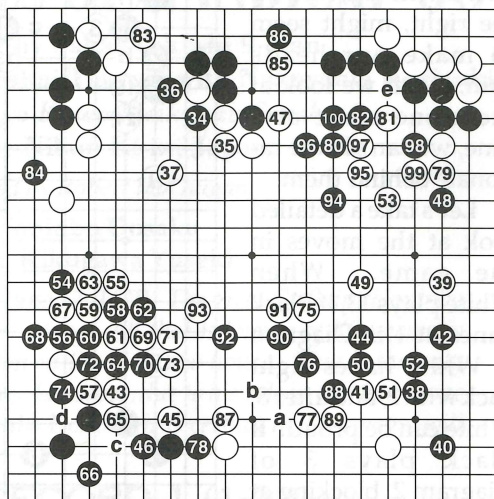
THINKING OF THE CENTER At White 39, the joseki of Diagram 6 gives White profit in the corner, but Black gets a moyo. Although Dosaku hands over the corner with 39 and 41, this 41 is a wonderful move. Ordinarily in this shape, White would defend at 89, but Dosaku's idea was not just to defend the lower side area, but to emphasize development of the center.

SACRIFICING OBVIOUS PROFIT The idea behind White 47 through 53 is also amazing. Dosaku's profundity continued endlessly: sacrificing obvious profit and allowing Black to play 48; pressing on Black's vital point with 49; surrounding the center and defending the lower side.

As for Black, he would like to invade the lower side, but he is concerned about the effect this might have on the center. For example, if Black were to play 54 at *a*, White could answer at *b*. A large White center area would then be confirmed, and there is no guarantee the White stones on the right on the lower side would be captured.

On the left side, both players' moves from 54 through 74 are splendid, especially Black 66. If Black plays *c* here, since White *d* is forcing, Black's stones on the left side become a concern.

EVER-CHANGING White 75 and 77 have good rhythm. White defends at 77 after making Black jump to 76. More and more it looks as if White is



Game Record 2: 34-100

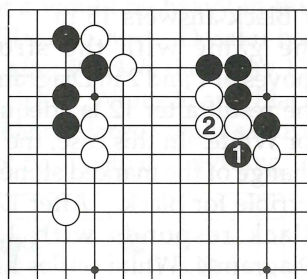


Diagram 5

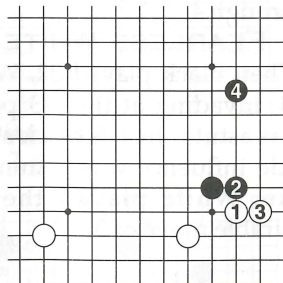


Diagram 6

surrounding the center, but then at 79 he takes profit. Black is allowed to jump out at 80, and White takes profit again at 87. Now, when it seems White has abandoned the center, he plays 91 and 93! Quite a few people may have trouble understanding these moves, particularly allowing Black 80.

Although White did neglect the center, when we see the subsequent moves from 95 to 100 and Dosaku's intentions first become clear, we will have no choice but to be completely amazed. For a variety of reasons, Black will not be able to break into White's moyo.

MADE TO WEEP Black advanced to 94, but White 95 was enough to make him cry. If Black connects at 1 in Diagram 7, Black collapses after good moves of 2 and 4. White 97 through Black 100 are again enough to make one cry. Because of the remaining possibility of White *e*, the right side has become a good White territory.

GAME RECORD 3 (101-143)

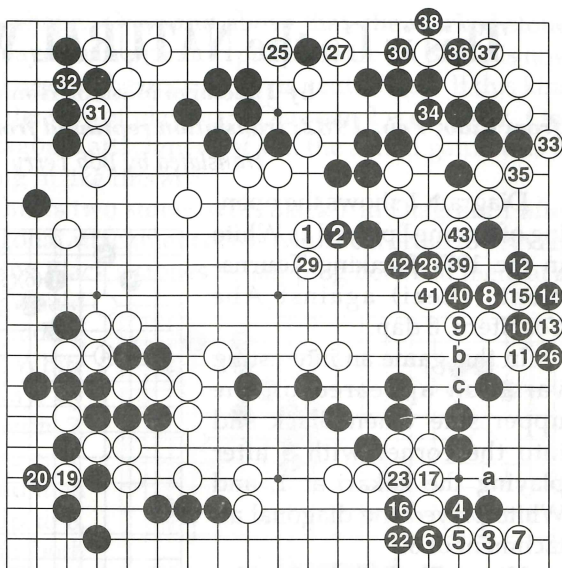
THE UTMOST PROFUNDITY The forcing move of White 1 (actually 101) effectively blocks off the center so White switches to the large endgame with 3.

The artistic way White handled his stones in the opening, the wonderful way he constructed the center in the middle game, finally at the very end reaching to White 3, this is nothing but the subtle depth of Dosaku's Go.

Now Black 4 might seem to be a mistake, but if Black blocks at 7 instead, after W4-Ba-Wb-Bc-W29, Black's territory is already insufficient. Black does not want to give in passively this way.

This was a two-stone game, but all the moves were impressive. In Dosaku's oeuvre, this is a masterpiece among masterpieces, I think. ●●

Moves after White 143 omitted. White wins.



Game Record 3: 101-143 (18, 21, 24 ko @ 10)

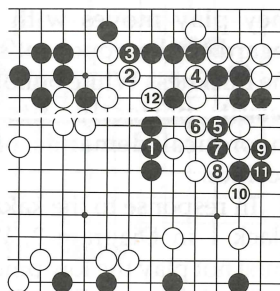


Diagram 7

This is Go the NATURAL Way! Part IV

by Takemiya Masaki, Honinbo

from *Kido*, Feb. 1982; translation reprinted from the *British Go Journal*

translated by Bob Terry

Diagram 1 shows the opening of a game I played as White in the 1977 Ranking Tournament (Oteai) against Abe Yoshiteru, 8 dan.

In this game an interesting variation appeared on the upper side when Black slid into the corner with 5 after playing the kakari at 1, and White played the diagonal attachment of 6.

Up to Black 9, both sides seem to be shadow-boxing as they play moves with little regard to the opponent's, but the thickness White builds as a result perfectly fits the theoretical demands of the position.

In response to the kakari of Black 1 in Diagram 2, White must not play the low pincer of 2. That is because Black has the obvious shot of the attachment of 3 at his disposal. Even if White plays the restrained move of 4 in response, Black can apply pressure on both sides with 5 and 7 and White will end up with a painful over concentration of strength on the upper side (korigatachi). The differences between the third and fourth lines cannot be overemphasized.

Next, if White makes an unimaginative answer to Black's sliding move at 1 in Diagram 3 with the defensive diagonal play at 2, Black will undermine White's position again with 3. Sliding underneath at both sides

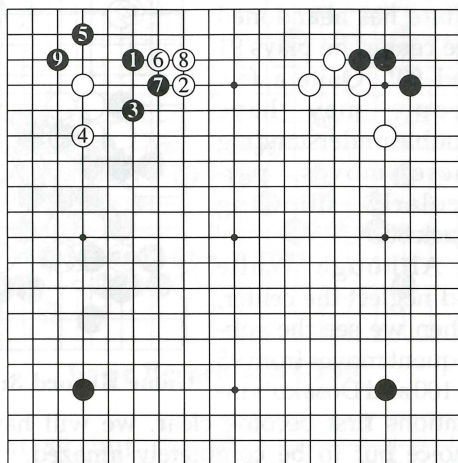


Diagram 1

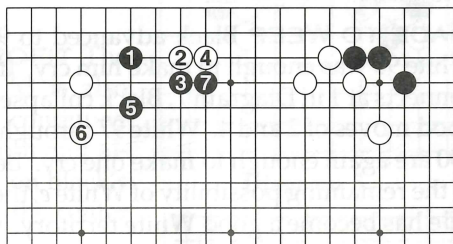


Diagram 2

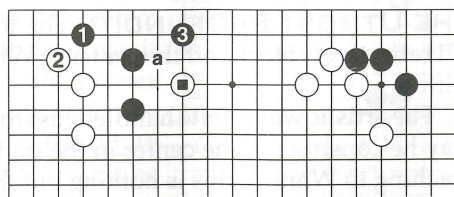


Diagram 3

allows Black to settle his shape. Over and above that, the marked stone, which was deliberately played as a pincer to put pressure on Black, is now floating and White's thickness in the upper right is neutralized. If this kind of outcome results, even the way of playing in Diagram 2 is superior. One of the purposes of the diagonal attachment of *a* in the actual game was to prevent Black from sliding in like this at 3.

Wedging between White's two stones with Black 7 in Diagram 1 after White has played the diagonal attachment of 6 is natural in order to prevent White from next separating Black's stones by slipping between them at *a*. But at that point, Black would perhaps do better by descending to 1 in Diagram 4. If White answers in the usual way, by protecting the corner with 2, Black can build up a strong position with the hane of 3 and then extending to 5 and 7. Up to 8, White is able to play on both sides, but it somehow seems insufficient.

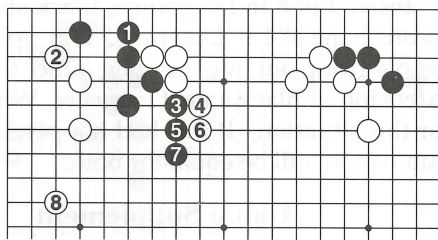


Diagram 4

In response to Black's descent to 1 in Diagram 5, the effective technique is to first play the knight's move at 2. The trick is to force Black to respond once with 3 and then defend the corner with 4. Instead of the good shape Black makes in Diagram 4, here his shape more resembles a stick, which could hardly be detrimental to White.

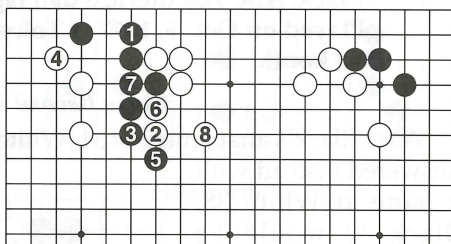


Diagram 5

In the actual game, play continued with 1 to 11 (White 20 to 30) in Diagram 6. The hane of White 1 spoils Black's shape, but patiently drawing back to Black 3 instead of playing 2 is no good either. White could also consider building thickness in the center by playing 3 at *a* and when Black answers at 4, White *b*.

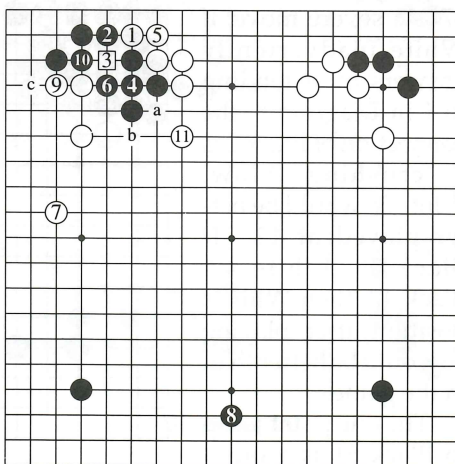


Diagram 6

But this is a minor point compared to Black's questionable decision to vacate the principal fighting arena so as to

rush to occupy the big point of 8 before White does. Considering the clump-like, eyeless shape Black suffers from in the upper left, there is no good reason for him to turn elsewhere. White plays to fix the shape with 9 and is happy to continue the attack by jumping to 11. White's shape on the upper side is excellent and descending to c prevents Black from making two eyes in the corner. White has established a definitive advantage.

Instead of 8 in Diagram 6, Black should by all means hane at 1 in Diagram 7 and up to 5 he can get his group out into the open. Since the checking extension of Black *a* next is severe, White 6 is par for this situation. If this had happened, the position would still be equal for both.

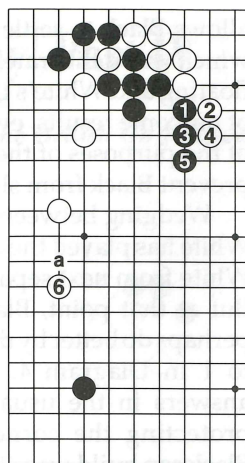


Diagram 7

Game Supplement

White: Takemiya Masaki, 8 dan (age 26)

Black: Abe Yoshiteru, 8 dan (age 36)

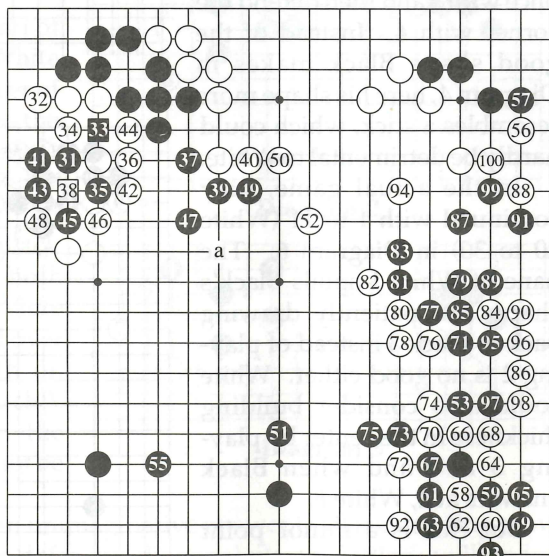
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no komi.

Game Record 1 (31-100)

After Black's attachment of 31, White 32 offers the most resistance. If he answered instead with a hane at White 38, Black 32 would be paralyzing. Black's diagonal attachment of 37 is a severe move; if White inadvertently answers by extending to 1 in Diagram 8, the connection of Black 2 is a crushing blow. White 38 would be better played at 42. If Black 39, White 40, Black 47, then White's position after playing 46 would be better than in the game.

The one point jump to Black 51 is a questionable move. The knight's move of



Game Record 1: 31-100

White 52 is ideal, aiming as it does at the vital point of *a*, which would threaten Black's eye shape. And in response to Black's intention of setting up a large territorial framework on the lower side, White captures two stones with 54, creating thickness to meet the threat. The weakness of Black's group in the upper left will negate the potential of Black's framework on the lower side.

White finally sets about cutting into Black's territory on the bottom with 58 and 60. Instead of 60, White 1 in Diagram 9 would be wrong because after Black 6, the marked stone is working effectively and White must struggle to live. This explains the rationale behind the two-step hane: if Black in response connects at 1 in Diagram 10, the marked stone has already proven its worth. Black is forced to play 3, but even so, White is left with the option of starting a ko at *a*.

Through 70, White breaks out into the center and his invasion can be judged a success. White 72 is good technique (*tesuji*). If he simply plays at 74, Black will jump to 78, keeping the pressure on White. In addition, 72 leaves White with the follow-up move at 92.

With 80 through 86, the tempo of the game is dictated more and more by White. Black is forced to make eyes within White's sphere of influence.

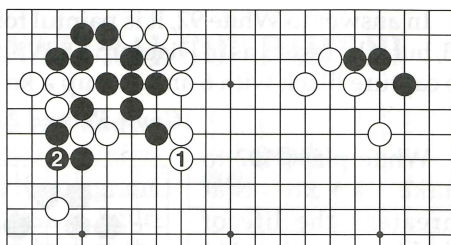


Diagram 8

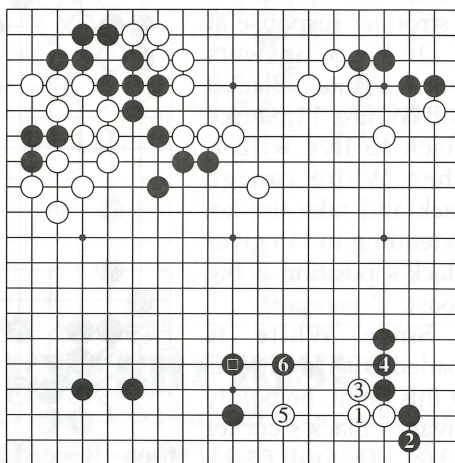


Diagram 9

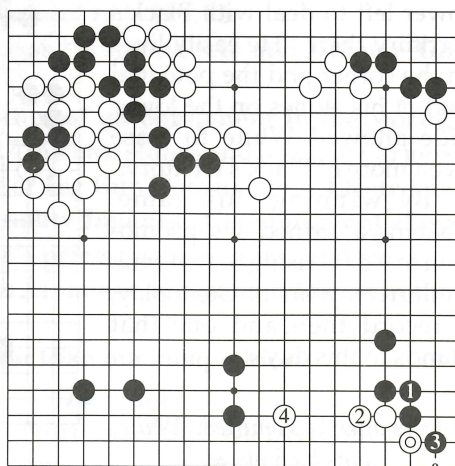


Diagram 10

In answer to White 92, it is painful for Black to have to back down with 93, but if he resists as in Diagram 11, White squeezes with 2 and 4, threatens to capture Black with 6 and sets up a ko with 8.

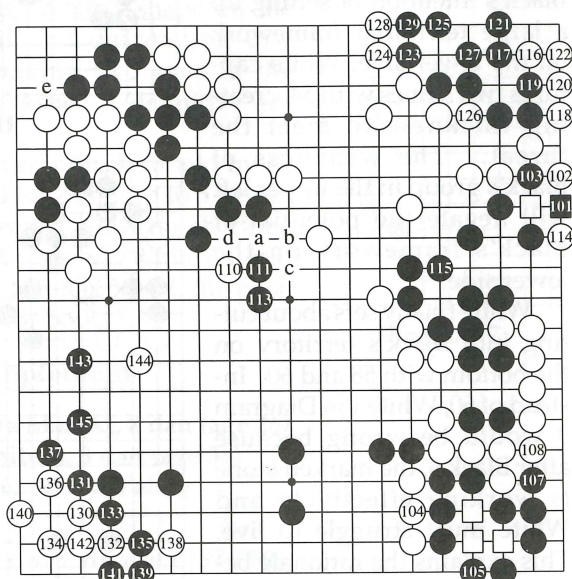
Game Record 2 (101-145)

White plays 102 to make a ko that threatens the life of Black's group, but 114 is a mistake. White has a stronger response at *a*. If Black answers with *b*, White *c*, Black *d* and White 113 force Black to live with *e*. Then White can go back and take the ko. Extending to 113 gives Black's position a big boost.

Since White is loaded with ko threats at this point, he boldly invades Black's corner with 116 and Black must once again back down. White then turns to the lower left to deal with Black's territory there. He easily lives in the corner and the potential (*aji*) of his stones on the lower side allowed White to erase even more of Black's territory.

By winning this game, Takemiya earned his promotion to 9 dan, rising to that rank in thirteen years of Oteai play, a record then and one that stands to this day.●●

Moves after 145 omitted. White wins by 6 pts.●●



Game Record 2: 101-145 (106, 109, 112: ko)

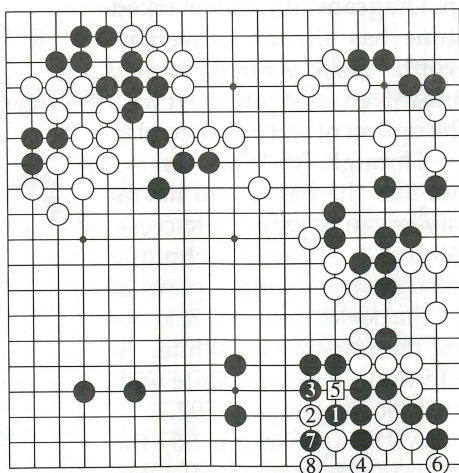


Diagram 11

CORRECTION TO "NATURAL GO" PART III

On page 18 of our last issue you will find an extensive description of moves 24-31. Unfortunately, they are not numbered in the diagram.

For those of you who took the task of figuring out the sequence as a puzzle, here is the answer. To the rest of you, our apologies!

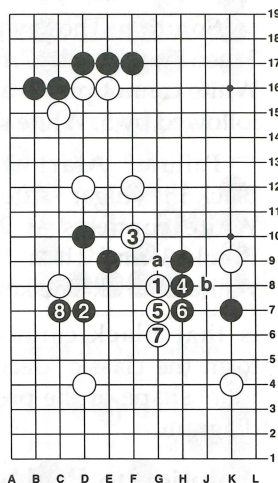


Diagram 5

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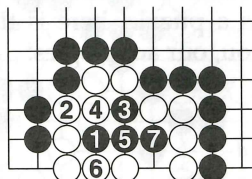
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SOLUTIONS TO YANG'S LIFE AND DEATH (from p. 13)

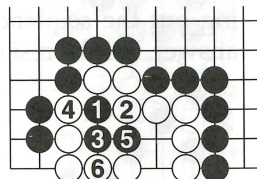
Solution to Problem 1 (White dies)

Solution: The key point for Black to kill White is at 1. If White 2, Black 3 then 5, and finally 7, fully utilizing the weakness that due to lack of liberty, White cannot play 6 at 7. If White plays 2 at 3, then Black plays at 2 first followed by 5, White still dies.

Failure: Atari at Black 1 is vulgar. After White connects at 2, Black 3 and then 5, White is alive. The key



Problem 1: Solution

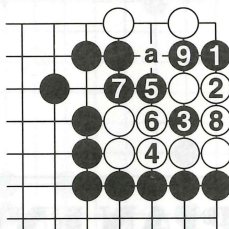


Problem 1: Failure

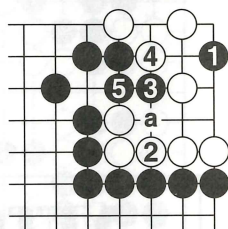
is that Black cannot form the classic "dead four" shape of the previous diagram.

Solution to Problem 2 (White dies)

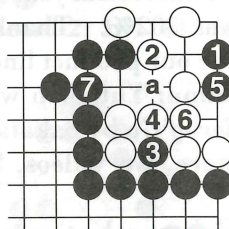
Solution: Black 1 is the key point that breaks the eye shape. After White blocks at 2, Black 3 wedges in the most timely fashion to kill White's corner. If White 4 were to play at *a*, Black connects at 7 and White still dies. Please be aware, if Black plays 3 rashly at 5 instead, and after Black 9 White would connect at 3 and can throw in at *a* to make ko.



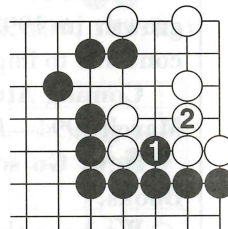
Problem 2: Solution



Problem 2: Variation 1



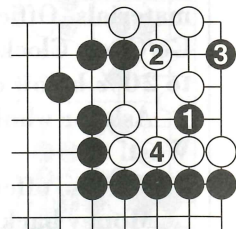
Problem 2: Variation



Problem 2: Failure 1

Variation 1: If White plays 2 here in response to Black 1, then Black 3 kills White. If White plays 4 at *a*, Black still plays at 5.

Variation 2: White 2 here protects the top side, but Black simply pushes with 3 to break the eye space and White is dead. Also, if White plays 2 at *a* instead, Black still kills White with the same sequence.



Problem 2: Failure 2

Failure 1: Black's push at 1 is vulgar. After White connects at 2, all the potential is lost. White's corner is alive now.

Failure 2: Incidentally, wedging first at Black 1 is not the tesuji here. White 2, sacrificing the two stones, is good play. Black at 3 loses tempo.

White connects at 4 and has no defects. With 3, Black can only capture the two stones at 4 and let White make eyes at 3.

Solution to Problem 3: White lives with a 2-step ko

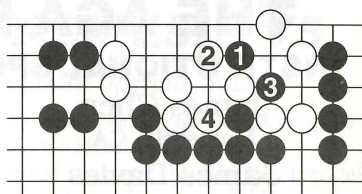
Solution: Black's squeeze at 1 is the move that grips White's throat. White plays 2 and after Black's atari with 3, ko with 4 is the best way for White. There is no better choice for White, even though it is a two-step ko to live.

Variation: It would be a lost cause if White connects at 2 when Black ataris at 1. Black 3 connects in sente and then breaks the eye space with 5 to 9. White does not even have a chance to breathe.

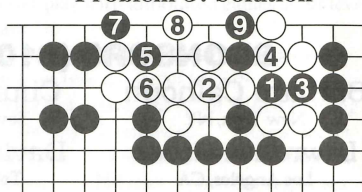
Failure 1: Black's push with 1 here is vulgar. The tesuji squeeze at 4 is lost. If Black 3 here, White lives. If Black 1 plays at 3 first, White 4 gives the same result.

Failure 2: Black 1 is an often used technique to reduce eye space; however, it is too loose in this situation. White 2 guards the key point and gives White safety.

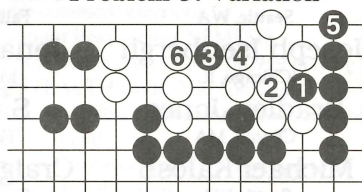
Failure 3: Black 1 here appears to be the tesuji but it is a mistake. White calmly retreats at 2. Black fails because it cannot continue to break up the eye space.●●



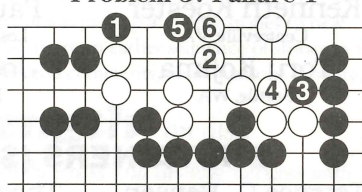
Problem 3: Solution



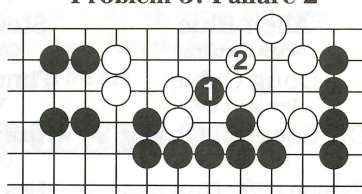
Problem 3: Variation



Problem 3: Failure 1



Problem 3: Failure 2



Problem 3: Failure 3

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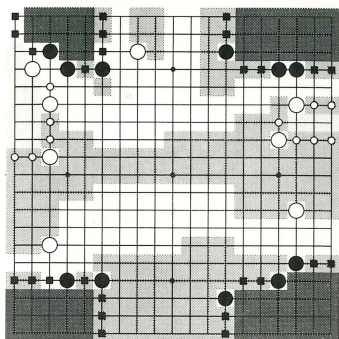
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